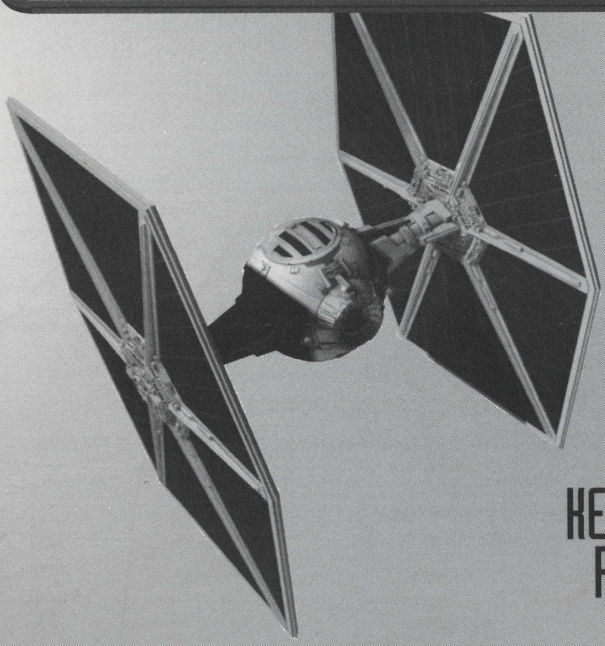
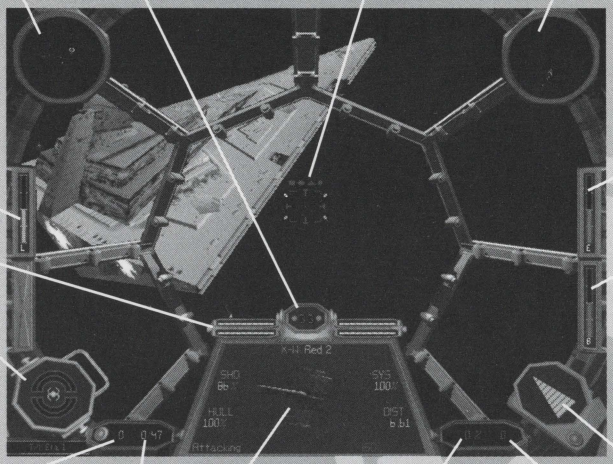
STAR WARS X-WING VS. TIE FIGHTER



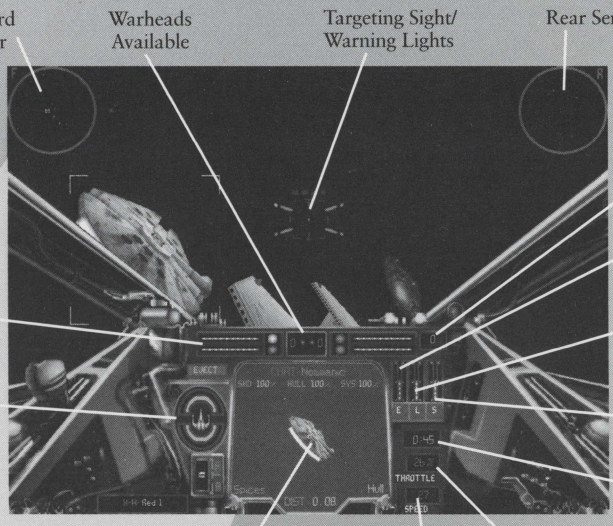
KEYBOARD / COCKPIT REFERENCE GUIDE

LUCAS Arts

TIE INTERCEPTOR



X-WING



HUD Pop-ups Control

G Mission goals

K Scoring

L Message log

D Damage assessment

F Friendly list

Shift F Enemy list

← → Scroll through pop-ups

↑ ↓ Scroll contents of pop-up

Wingman commands/communications

Shift A Assigns current target to wingmen

Shift B Tells re-supply ships to board and reload

Shift C Tells wingmen to cover you

Shift E Tells targeted craft to take evasive maneuvers

Shift H Tells craft to go home

Shift I Tells all wingmen to ignore your target

Shift W Tells craft to stop and wait for further orders

Shift G Tells waiting craft to go

Shift R Report in

Shift S Sends for reinforcements

View controls *(Keypad Only)*

7	8	9
Left Forward	Forward	Right Forward
4	5	6
Left Wing	Straight Up	Right Wing
1	2	3
Left Shoulder	Rear View	Right Shoulder

0 Toggles between wing and high angle view

. *(Period)* Toggle cockpit on/off

/ External camera mode

* Repositions camera in external camera mode

Meta Game controls

Q (plus Space Bar) Quits mission

Alt Q (plus Space Bar) Quits the Observation Deck

Alt P Pause game, any key unpauses it

Alt V Displays game version #

Alt D Cycles through detail settings

Alt B Cycles through brightness settings

Alt I Toggles interlace on and off

KEYBOARD COMMANDS

Propulsion controls

+ Increases throttle

− Decreases throttle

\ Sets throttle to zero power

[Sets throttle to 1/3 power

] Sets throttle to 2/3 power

Backspace Sets throttle to full power

Enter Sets throttle to match speed w/ current target

H Engage/abort hyperspace

V Toggles S-Foil (X-wing only)

Craft controls

J Jump to new craft if available

Alt E Ejects

Power System controls

F9 Adjusts laser recharge setting

F10 Adjusts shield recharge setting

Shift F9 OR ; Directs energy from the shields to lasers

Shift F10 OR ' Directs energy from the lasers to shields

Shift ' (") Dump all laser energy to shields

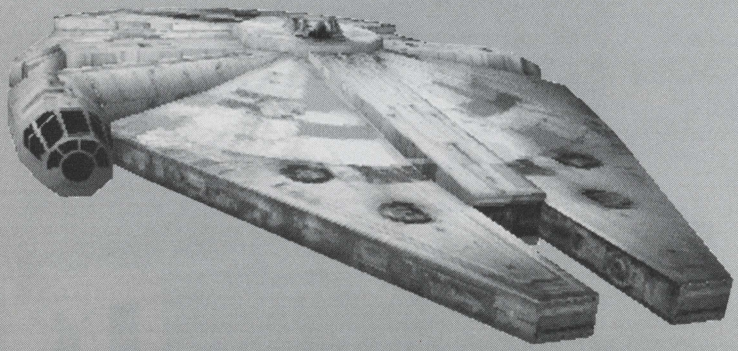
F8 Adjusts beam weapon recharge setting

9 Use power redirect/throttle preset

0 Use power redirect/throttle preset

Shift 9 Save power redirect/throttle settings

Shift 0 Save power redirect/throttle settings



Shield System controls

S Cycles through shield configurations

Weapon systems controls

W Cycles through weapon systems

X Cycles through weapon firing configurations

B Toggles beam weapon on/off

C Fire countermeasure

Targeting & CMD System Controls

O Selects nearest "objective" craft as target

T Selects next available target

Y Selects previous available target

U Selects the newest craft in area

R Selects the enemy fighter/mine nearest you

E Cycles through enemies attacking you

A Selects closest attacker of your current target

P Selects nearest hostile player as target

Shift P Selects next available player controlled target

I Selects nearest incoming missile as target

F1 / F2 Selects friendly craft as target, next + previous

F3 / F4 Selects enemy craft as target, next + previous

, (*Comma*) Cycles through your target's components

< Cycles through components in reverse order

Shift F5 TO F7 Store current target in preset

F5 TO F7 Selects preset target as current target

Z Toggle threat display on/off

Alt C Clears CMD

Communications

Spacebar Confirm critical orders

Tab Chat line to other players: once for team, twice for enemies, and three times for all players

Enter Sends chat message

Esc Abort chat

In-flight Map

M In-flight map without AI taking over your craft

Shift M In-flight map with AI taking over your craft

H Display map keyboard reference

/ Follow target mode ON

* Follow target mode OFF

+ Tracking target mode ON

– Tracking target mode OFF

Z Instant zoom to target

C Center display on current target

Spacebar Switch between 2D (top down) and 3D view

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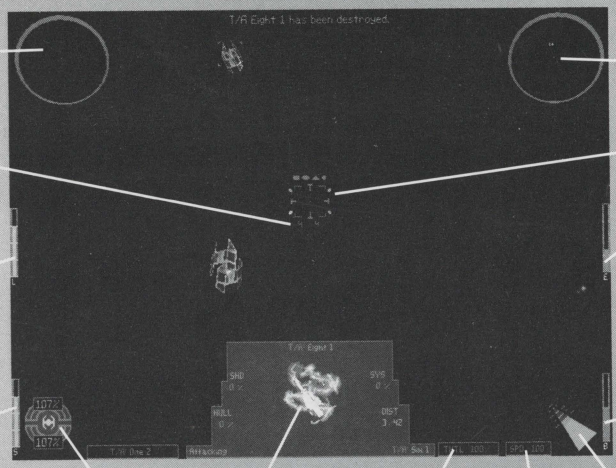
HUD VIEW



Forward Sensor

Rear Sensor

Warheads Available

Targeting Sight/ Warning Lights

Laser Cannon Recharge Level

Engine Power Level

Shield Recharge Level

Beam Weapon Recharge Level

Shield / Hull Strength Indicator

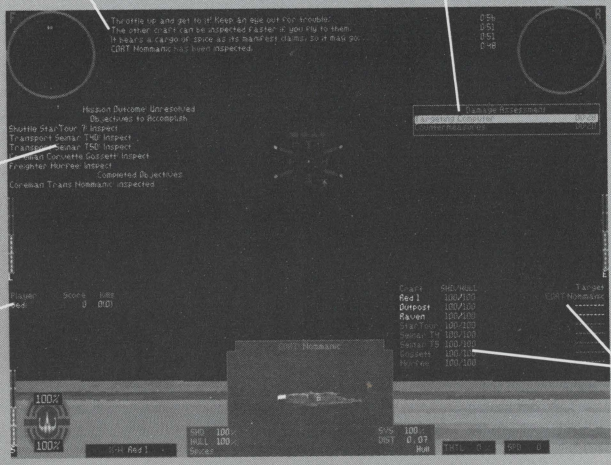
Combat Multiview Display (CMD)

Engine Thrust Percentage

Speed

Beam Weapon Indicator

HUD VIEW POP-UPS



Message Log

Damage Assessment

Mission Goals

Mission Score

Friendly Craft Status

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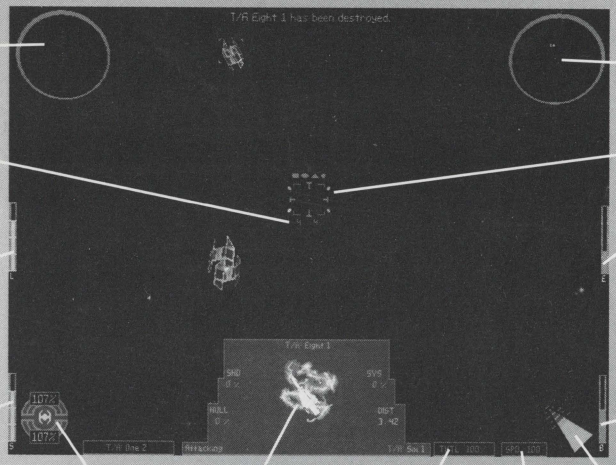
HUD VIEW



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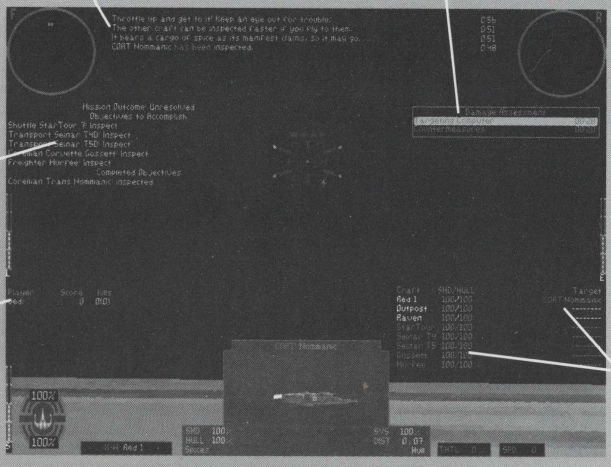
Throttle up and get to it! Keep an eye out for trouble.
The other craft can be inspected faster if you fly to them.
It bears a cargo of spice as its manifest claims. So it may go.
CORT Honmanic has been inspected.
Mission Outcome Unresolved
Objectives to Accomplish
Shuttle Star Tour 7 Inspect
Transport Senair THD Inspect
Transport Senair TSE Inspect
Corellian Corvette Gutgert Inspect
Freighter Monree Inspect
Completed Objectives
Corellian Trans Honmanic Inspected
Damage Assessment
Craft SHD/HULL
Red 1 100/100
Outpost 100/100
Raven 100/100
Target
CORT Honmanic

Message Log

Damage Assessment

Mission Goals

Mission Score

Friendly Craft Status

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